KILLBYNUMBERS

Mikael Andersson, CC-BY 4.0, Apr 20th 2015

You're an artificially intelligent machine created for war. An enemy combatant is at your mercy. What do you do?

Take turns describing the machine. First passing player portrays the **Enemy**. The rest portray **Functions**, competing programming imperatives.

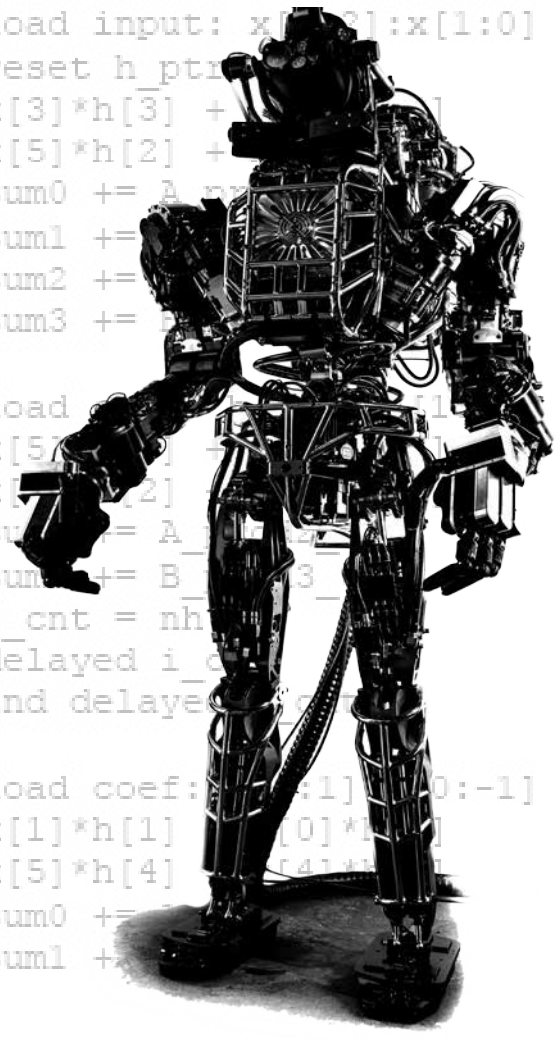
The game transpires over one nanosecond.

The **Enemy** describes themselves and the situation.

One **Function** states an *imperative* they embody and why it suggests to execute or spare the **Enemy**. Another **Function** either reveals a *loophole* in that argument, or states how their own imperative counteracts or agrees. No debate!

Functions take turns, passing a white (*utility*) or black (*loss*) die to the **Enemy**, until everyone has spoken. The **Enemy** rolls in secret, summing white values and subtracting black values, noting the total.

The **Enemy** describes something the machine has observed which could affect its judgement. Repeat the previous process in light of this information. Add the new result to the previous.



Stop if the **Enemy** provides no further information or if a **Function** opts to *override* rather than supply a die.

If the total value is positive, the utility of executing the **Enemy** was greater than the loss.

If negative, the **Enemy** is spared.

The **Enemy** describes how either event transpires.